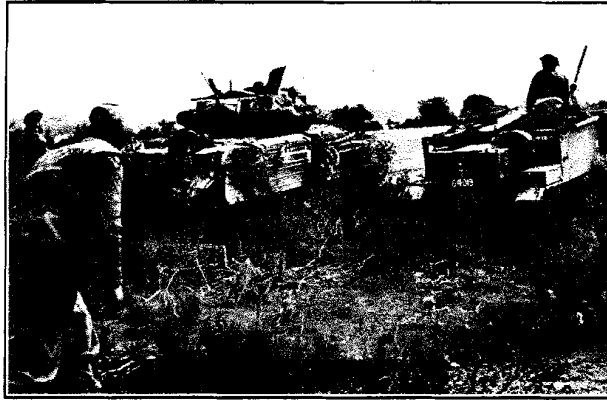


DANGEROUS CROSSROADS

SCENARIO ASL TAC 55 Translated by Coastal Fortress Gaming Group



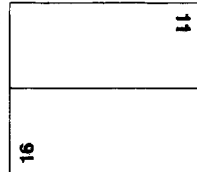
South of MATEUR, TUNISIA, 25 November 1942:

Operation Torch had brought war to the Maghreb. Anglo-American mechanized columns were racing for Tunis, and had crossed the Algeria-Tunisia border with the goal of capturing the Tunisian capital before the Axis was reinforced. Blade Force, with the 17th/21st Lancers as its core, was one of the many groups advancing eastward despite the bad weather and enemy roadblocks. Germans and Italians were desperately trying to gain time to concentrate their forces for a counter-attack. A first roadblock, manned by troops of the Italian 92nd Infantry Regiment was swept aside during the night of November 24. Major Witzig, CO in the Mateur area, sent the rest of 9th Company to block a crossroads on the roads to Mateur and Tebourba. The next morning, British armoured cars found the enemy and by 1000, C Squadron, 17th/21st Lancers attacked, supported by the only infantry company in Blade Force.

BOARD PLACEMENT:

BALANCE:

- Add a 7-0 to the reinforce-ments entering on Turn 2.
- ⊕ Add a DC to the German OB and a LMG to the Italian OB.



VICTORY CONDITIONS: The British win if at game end they control buildings 11Q3 and 11I6, provided they have suffered <30 CVP.

III ✖ SETUP is simultaneous (see SSR4)

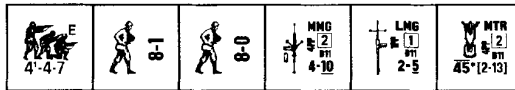
○ BRITISH moves first

1	2	3	4	5	6	7	END
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Elements of 9th Company, 3rd Battalion, 92nd Infantry Regiment [ELR: 2]

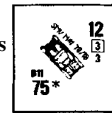
set up on board 11 {SAN: 4}:



9

2

Elements of 557th Group of Semoventes set up on board 11:

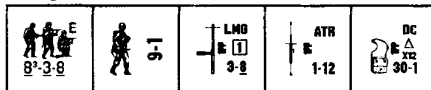


3



Elements of Witzig's paratrooper pioneer Battalion [ELR: 5]

set up on board 11:



4



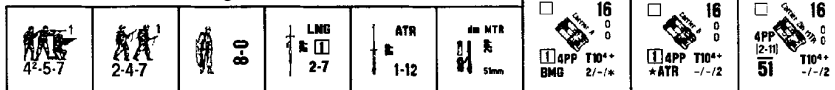
12 factors



B Company, 1 Battalion, the Rifle Brigade [ELR:3] and elements of C Squadron, 17th/21st Lancers

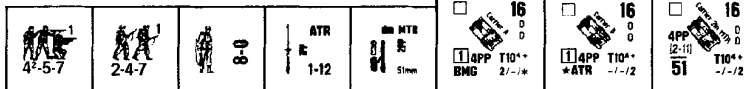
Enter as indicated {SAN: 2}.

Enter Turn 1 on the south edge, between O10 and S10:



3

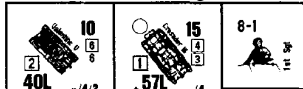
Enter Turn 1 on the south edge on/between Y10 and CC10:



3



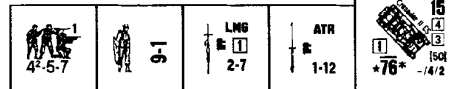
Enter Turn 1 on the south edge on/between I10 and Y10:



2

3

Enter Turn 2 on the south edge:



6

Scenario Design:Philippe Naud '94

SSR:

- EC are Moderate, with no wind at start. Kindling is NA. Woods are Olive Groves. These Olive Groves are not inherent Terrain and only the Woods depiction is treated as Olive Groves. They are considered Woods during the RtPh.
- 8³-3-8/3-3-8 are Assault Engineers.
- Each Carrier carries a 2-4-7 HS as per D6.82
- The defender's on-map set-up and the attacker's offboard set-up are simultaneous. Install a screen between the players.
- Remember that Surrender cannot be rejected in North Africa.

AFTERMATH: A few Valentines bogged down in a wadi, but the majority of the squadron reached the crossroads where it came under fire from the Semoventes concealed near the farms dominating the road. A Valentine and a Crusader were damaged but the Italian AFV were quickly knocked out. The defenders' fire stopped the infantry dead in its tracks and a Carrier was blown up by a mine. Despite armor support, the attack bogged down, and the reserve infantry section and the close support Crusaders had to enter the fray to dislodge the German Pioneers and the Italian infantrymen. The last defenders surrendered at around 1300. Their resistance had bought some time for the Axis.